AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the

application:

LISTING OF CLAIMS:

1.   (currently amended): A network game system for operating on a network a game made

up of basic content containing a basic program for executing start of a game solely and one or

more types of relevant content each containing a relevant program corresponding to the basic

program for further advancing the game started by the basic program, said system comprising:

a content management section adapted to set a content providing home page address of

which users are not notified in one or more content providing servers each in which the relevant

program is placed; and

a search engine for finding a target content providing home page adapted to receive over

the network, hint keywords, input by a user, from a user terminal and for using the received

keywords as the search condition to perform a search processing to create a list of relevant

content providing home page addresses and sending the list to the user terminal;

wherein the content providing server comprises a counter for counting the number of

times the relevant content has been provided to the users from the content providing home page;

~~wherein~~ the content providing server sends the relevant content placed in the content

providing server to the user terminal in response to a download request made by the accessing

user; and

2

the content providing server limits the number of users for which the relevant content is

to be provided from the content providing home page by terminating providing the relevant

content when a count of the counter reaches a predetermined value.

2.   (original): The network game system as claimed in claim 1 wherein the relevant content

has a check program for previously checking link possibility with the basic content or any other

type of relevant content.

3.   (original): The network game system as claimed in claim 1 wherein upon reception of the

download request made by the accessing user, the content providing server checks a holding

state of relevant content in the user terminal and checks link possibility between the relevant

content held in the user terminal and the relevant content requested to be downloaded.

4.   (original): The network game system as claimed in claim 1 wherein each of the content

providing servers has one or more content providing home pages capable of providing one or

more types of relevant content for the accessing user and the content management section sets

the address of which the users are not notified in the one or more content providing home pages.

5.   (original): The network game system as claimed in claim 4 wherein the content

management section changes the address of the content providing home page with a lapse of

time.

6.   (original): The network game system as claimed in claim 4 wherein the content providing server determines unauthorized access to the content providing home page and if unauthorized access is made, changes the address of the content providing home page.

7.   (canceled).

8.   (original): The network game system as claimed in claim 1 wherein the content management means comprises user information registration means for registering user information and enables the relevant content to be provided only for the registered users.

9.   (original): The network game system as claimed in claim 8 wherein to provide the relevant content for the user terminal, the content providing server performs mutual authentication processing with the user based on the user information and provides the relevant content for the user terminal after authenticating identification of the user.

10.   (original): The network game system as claimed in claim 4 wherein the content management means has a management server for managing the download enable state of the relevant content from the content providing home page and when terminating downloading the relevant content from the content providing home page belonging to the content providing server, the content providing server notifies the management server of the fact.

11.   (previously presented): A network game providing method for providing for users over a

network a game made up of basic content provided for each user and containing a basic program

for executing start of a game solely and one or more types of relevant content each containing a

relevant program corresponding to the basic program for further advancing the game started by

the basic program, said network game providing method comprising the steps of:

   setting a content providing home page address of which the users are not notified in one

or more content providing servers each in which the relevant program is placed, the address for

which a search is made by search means on the network from a user terminal; searching for a

target content providing home page by receiving hint keywords, input by a user and received

from a user terminal as the search condition to perform a search processing and creating and

sending a list of relevant content providing home page addresses to the user terminal; ~~and~~

   when the user accessing the content providing server makes a download request, sending

the relevant content placed in the content providing server to the user terminal;

   wherein the number of users for which the relevant content is to be provided from the

content providing home page is limited by terminating providing the relevant content when the

number of users reaches a predetermined value.

12.   (original): The network game providing method as claimed in claim 11 wherein the

relevant content has a check program for previously checking link possibility with the basic

content or any other type of relevant content.

13.   (original): The network game providing method as claimed in claim 11 wherein when the user accessing the content providing server makes the download request, a holding state of relevant content in the user terminal is checked and link possibility between the relevant content held in the user terminal and the relevant content requested to be downloaded is checked.

14.   (original): The network game providing method as claimed in claim 11 wherein each of the content providing servers has one or more content providing home pages capable of providing one or more types of relevant content for the accessing user and the address of which the users are not notified is set in the one or more content providing home pages.

15.   (original): The network game providing method as claimed in claim 14 wherein the address of the content providing home page is changed with a lapse of time.

16.   (original): The network game providing method as claimed in claim 14 wherein unauthorized access to the content providing home page is determined and if unauthorized access is made, the address of the content providing home page is changed.

17.-23. (canceled)